LONG ISLAND
99ER USERS GROUP

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LONG ISLAND SOUND

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COME TO THE FAIRS

1992 FAIR SCHEDULE.

>>>> SEP 19, 1992 (SAT) STATE OF WASHINGTON TI 99/4A CONVENTION. CONTACT .JIM TOMKINS (206) 756-0934.

SEP 19,1992 (SAT) PATERSON COLLEGE. WAYNE,NJ. 400 TAB. RTE#80 AND RTE#46. 10AM TO 4PM. KGP.

OCT 3,1992 (SAT) ROYAL PLAZA TRADE CENTER-MARLBOROUGH, MA. 500 TABLES. EXIT 24B OF I-495 NORTH MASS PIKE-RTE # 20. 10AM TO 4PM KGP.

OCT 2?, 1992 (SAT) ASPEN MANOR- PARSIPPANY, N.J.-RTE 46 WEST. 400 TABLES. 10AM-4PM.I-80 EXIT#42. KGP.

OCT 25, 1992 (SUN) HOFSTRA UNIVERSITY. HEMPSTEAD, NY. 10AM-3PM. 400 TABLES. MEADOWBROOK PKWY EXIT M1. KGP.

>>>> OCT 30/31, 1992 (FRI/SAT) CHICAGO 10th EDITION TI FAIR. ELK GROVE HOLIDAY INN- ELK GROVE VILLAGE, IL. RESERVATIONS AT HOTEL DIRECTLY (708)437-6010 CODE "TIWF". More info later.

>>>> NOV 1, 1992 (SUN) MILWAUKEE TI FAIR- INFO CALL GENE HITZ (414) 535-0133.

NOV 7/8, 1992 (SAT/SUN) RARITAN CENTER EXPO HALL,EDISON ,NJ. 10AM/3PM. NJ TPKE EXIT 10. 1000 TABLES. KGP.

DEC 12, 1992 (SAT) WAYNE, NJ. WILLIAM PATERSON COLLEGE. 400 TABLES. RTE 80 TO RTE 23. 10AM/4PM. KGP.

>>>> FEB 13/14, 1993 (SAT/SUN) FEST WEST 93. SALT LAKE CITY, UTAH. MORE INFO CALL SALT FLATS BBS (801) 394-0069.

TI 99ERS NEWSLETTER IS NOT RESPONCIBLE FOR CANCEL-ATIONS. CALL THE NUMBERS BELOW TO VERIFY TIME AND DATES BEFORE YOU GO.

* Ken Gordon Productions (KGP) SHOWS COST $8.00-$1.00 discount cards are sent to those people on there mailing lists. Call (800)631-0062 OR (908)297-2526 for info. (rev 6/13/92).

* Tri-State Computer Fairs (TSCF) SHOWS COST $6.00-$1.00 discount cards available by mail. Call Robert Barlow (201) 533-1991 for info. (rev 2/4/92).

SECRETARY & EDITORS NOTEBOOK

BY: FRANK J. BUBENIK, JR.

MINUTES:

Our August meeting was attended by eight members and three guests. The meeting was called to order at 8:30 pm.

We had a discussion on new TI hardware and software. Dan asked questions on how to load the ROS on the Horizon Ram Disk. We had a few Q&A's. It was suggested that each member bring in his fovorite program and demo it.

The meeting adjourned at 10:00 pm. Thenwe had our social session.

A LETTER TO MICROPENDIUM:

Feedback

Where's the squeeze?

In your April 1992 issue, in the Comments section, a statement was made, "TI squeezed out of TICOFF."

This was not true. TI groups represented there were Harrison Software, Genial Services — Barry Traver, Mike Hense — VMC Software, Ed Machonis — MAC Labels, Colonial Software — TI shareware, Delaware Valley TI User Group, New Jersey TI User Group, Philadelphia Area TI User Group, Southern NJ TI User Group, TI Swap Shop and sales of MICROpendium and *Computer Monthly*. TI was represented by one-third of the total of 31 vendors...

The user groups were selling software and hardware as well as the commercial vendors.

If TI was *squeezed out*, it was done by the TI vendors who didn't even bother to answer our invitation to attend. Now, their TI community will have one less place to show their wares.

TICOFF 1992 was a financial success. We were able to raise $4,000 for the Roselle Park High School Scholarship Fund. In addition, $250 was raised for the March of Dimes by the 650 paid admissions. This number was down 200 from last year. The six speakers, five TI subjects plus Prodigy, had a good response.

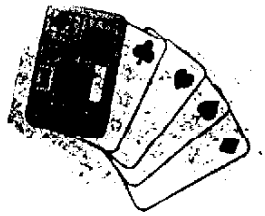
I feel the *TI community lost* one more place to show their wares in the New York, New Jersey and Connecticut area. We lost the MANNERS show in Virginia, now TICOFF. What show next?

With the exception of *Boston* the East Coast will have no shows.

Francis J. Bubenik Jr.
Coordinator of Speakers,
TICOFF 1992
Editor, LITI 99ers Newsletter
Hicksville, New York

* CORRECTION *

In the AUG. 92 ISSUE THE NAME AND USER GROUP for the HARRISON REVIEW was left out. The author was RICHARD HAY OF THE NORTH CO 99ERS.



A NEW SPARK OF LIFE IN A FAVORITE GAME OF CARDS

Robert Reinke

One of the most enjoyable card games I've found was published in Micropendium, June 1991 on page 8 entitled "ACCORDION SOLITAIRE". It was written by REGINA a wonderful programmer who has helped keep alive the T.I. community. I enjoyed this particular game because much more depended not so much upon "luck", as having insight to manipulate the cards to best advantage.

I enjoyed playing Accordion Soliatire for quite some time .. but then I noticed that I was not getting a true randomizing of the cards. The game would always start with the same sequence of cards and continue into the following games. I lost interest for a while so tried a few things that did not work. I finally made a small change that made all the difference in the world. Problem #1 was solved.

Once more I enjoyed the game always starting with a fresh deck and a new challenge. After getting an extremely (to me) high score I thereafter tried to break it. I never got close. Start again and again. How can it be made more interesting. How about a five game series shooting for at least 500 now getting satisfaction when it is attained. What a new game of interest it now becomes. I now try for 500 points and at the same time, trying to beat the all time record now becomes a bonus.

The current game # (1-5) is always displayed on the screen while playing.

At the end of each game the screen displays---

- o The NUMBER of games played
- o SINGLE HIGH of the series
- o PRESENT TOTAL points

****

Why not add these very few lines to the original program

Rekindle your interest in this fine game by REGINA. You will gain many, many hours of pleasure by really testing your skills and knowledge and foresight.

****

HAVE FUN AND ENJOY IT

```
10 CALL CLEAR :: RANDOMIZE !232
20 DISPLAY AT(10,10):"PRESS '1'" !185
30 DISPLAY AT(12,11):"<ENTER>" !134
40 INPUT B !212
50 FOR A=1 TO B !120
60 ZZ=RND !073
70 NEXT A !215

606 BB=AA+1 !127
608 PRINT "GAME ";BB: : !068

1962 GG=GG+SCORE !023
1966 AA=AA+1 !125

1990 PRINT :"      HIGH SINGLE-:";HS:
 !194

1992 PRINT "    ";AA;"GAME TOTAL-:;GG
: : : !042

1995 IF AA>4 THEN AA=0 :: GG=0 !115
```

WESTERN HORIZON TECHNOLOGIES INTRODUCES ---

```
 SSSSS      CCCC     SSSSS   IIIIIII
S     S    C    C   S     S     I
S          C        S           I
 S         C        S           I
  SSSSS    C         SSSSS      I
       S   C              S     I
        S  C               S    I
S      S    C    C  S      S    I
 SSSSS       CCCC    SSSSS   IIIIIII
```

HARD AND FLOPPY DISK CONTROLLER FOR THE TI 99/4A AND MYARC GENEVE

This advanced new peripheral for your Texas Instruments 99/4a or Myarc Geneve will expand your storage capacity to hundreds of megabytes. This high performance disk drive interface allows you to connect up to any combination of 7 SCSI hard and floppy drives with any capacity up to the SCSI limitations. You can connect floppy drives, both 3.5 and 5.25 inch, with current capacities up to 4 megabytes (unformatted). Or connect a Winchester drive with an astonishing 1.6 gigabytes of hard disk storage. You can even connect a CD ROM player for accss to hundreds of pictures and sounds.

This new peripheral will read and write TI floppies in all current formats as well as PC compatible floppies! That's right, you get PC TRANSFER (c) capabilities BUILT IN! You can now exchange data DIRECTLY with an IBM PC or compatible without having to convert!

Expand your disk capacity with this new SCSI controller designed by WHT avvailable SOON from Bud Mills Services.

PRELIMINARY PRICE-- $170 US

ALSO COMING SOON FROM WHT--

```
  4 4        /          M     M  EEEEEE  M     M  EEEEE  X     X
 4  4       /           MM   MM  E       MM   MM  E       X   X
4   4      /   A        M M M M  E       M M M M  E        X X
444444    /   A A       M  M  M  EEE     M  M  M  EEE       X
    4    /   A   A      M     M  E       M     M  E        X X
    4   /   A A A A     M     M  E       M     M  E       X   X
    4  /   A       A    M     M  EEEEEE  M     M  EEEEEE X     X
```

This advanced p-box memory expansion peripheral provides your TI 99/4a system with up to 16 MEGABYTES of PROGRAM SPACE on each card! Plus, you can install up to FOUR cards in one p-box for up to 64 MEGABYTES of memory for programs and data!

Once installed in your expansion box, the 4a Memex allows you to load HUGE programs, sounds (for Digi-Port) and graphics for INSTANTANEOUS access or playback.

The 4a Memex comes with an advanced memory manager BUILT IN to its EPROM based DSR. Other features include: Power up memory test, Auto system config, and New system load. 4a Memex memory can also be used as temporary RAM DISK storage for fast access to frequently used data and program files.

This memory card will provide you with th expansinn you need for the 21st century.

Built using the latest AMD DRAM controller and SIMM technology, the 4a Memex allows an easy and INEXPENSIVE way to upgrade your computer's memory. Each 4a Memex supports INDUSTRY STANDARD SIMM MODULES for memory. SIMM modules

can be in 256k, 1 MB, and 4MB by 8 or 9 sizes in cheap 100ns or less speeds. Four SIMM slots are available for memory configurations from 256k to 16 MB.

This card was built to provide you with th FINAL SOLUTION in memory expansion for your TI 99/4a computer system.

PRELIMINARY PRICE-- $175 US, includes 1 MB of RAM

NOW SHIPPING!!!!!!

DIGI-PORT!!

Digi-port is a unique combination of hardware and software to allow your TI 99/4a or Myarc Geneve to play TRUE DIGITIZED SOUNDS from a MAC, Amiga, PC or any other digitized sound through your PIO port (1 or 2). The package includes an assembly (both TI and Geneve compatible) sound player that allows you to pick your sound from any directory or disk drive you may have. Digi-Port supports RAMBO compatible memory, such as a Horizon RAM DISK with RAMBO accessory or a 4a Memex. It also supports 32k or 9938/58 VDP memory (up to 192k) on BOTH the Geneve and 99/4a.

Included in each package are 10 sound disks containing sounds to play, the assembly player, and MDOS player for the Geneve that supports Geneve memory expansion and BASIC/EXTENDED BASIC call links for playing sounds with RAMBO memory on the 4a.

When combined with Alexander Hulpke's XHI, the XB link provides the FIRST MULTIMEDIA environment available on the 99/4a. Now you can write a SOUND AND SIGHT SPECTACULAR in EXTENDED BASIC and use the true POWER of your 99/4.

NOW SHIPPING FROM BUD MILLS SERIVICES---

3 PACKAGES AVAILABLE- SSSD, DSSD, DSDD

$40 US

***** ACCELERATOR UPDATE *****

The ACCELERATOR IS NOT DEAD YET! We received some information from TI that has solved one of the problems we were having. At this point we are preparing to build prototype PC boards for ROM development. We are currently negotiating with somebody about the ROM code development and we hope to have it available SOON! The accelerator will now contain an optional 32k Cache, and 128k or EPROM. In the EPROM will be a shell type program for loading and running all your programs. Prelminary price is still at $250.

WHT also provides you with inexpensive PAL / EPROM programming. For only $5 per chip, WHT can burn your program into an EPROM or PAL for your projects. We offer volume discounts and can supply you with the PAL/GAL/EPROM for your project. Call about our design services too!

I would like to thank you for your support you have given the TI community over the years.

WHT Can be reached any time by mail or phone at--

Western Horizon Technologies
Don O'Neil
10225 Jean Ellen Drive
Gilroy CA, 95020
(408)-848-5947

TI CASINO -- A Review
by Dick Beery and Bob DeVilbiss

If you haven't yet tried the latest revision (3.0) of TI CASINO by Ken Gilliland, do so as soon as possible. This is a slick, well designed and smoothly-operating set of casino-type games for the 4A and Geneve. Games include craps, draw poker, keno, acey-deucey, baccarat, blackjack, roulette and slot machines. Apart from the games, there are many interesting devices to entertain you, beginning with the flashing "neon" sign outside the casino, the standup comedian at the Club Notung, the charming waitress at the Keno Dinner lounge, and more! Try leaving while owing the casino money, and see what happens! This is a remarkably interactive set of games that create the illusion of being truly present at a casino. Beats airfare and room costs at Las Vegas, right?

Like the real casinos, you must have money in order to play the games. After the opening screen you will be introduced to the cashier who is a charming lady who will give you an instant loan of $1000 from the credit office along with a friendly wink as you leave. They are very generous and you can go back for more later. if necessary. You might not have to, however, as the games are fair but tough enough to hold your interest. The casino remembers how much money you have as you pass from one game to another, which lends much realism to the situation. My personal favorites are Acey-Deucey, Blackjack and of course the Slot Machines.(Dick speaking)

Now that you have ready cash, you are permitted access to the lobby by selecting it from the menu. Once in the lobby you have the choice of going to any of the eight game rooms. Your selection is made by moving the pointed hand with the joystick to the game wanted. Press the fire button and away you go to play the game selected. Wagers are placed by various movements of the joystick.

I like acey-ducey, keno and blackjack.(Bob speaking) The keno game is played in Jocko's Green Parrot Restaurant. You can either have dinner and play keno or just stay in the lounge and play. If you press "W" before you start a keno card, Carrie, the waitress will come to your table and take your order from the menu displayed on the screen. Shortly, your order is served. You are cautioned to pay your check before leaving keno.

After you have played all the games and would like some relaxation and entertainment, you may want to visit the Club Notung. The price of admission is $50. You are met by the Maitre'd who will seat you. Be cautious, he grunts impatiently and you notice his hand is out looking for you to tip him $20, which is the default amount. If you pay that amount, he looks around and says,"There is an excellent front row table for you". If you reduce the $20, to say $0, you will be seated in the back row behind two tall people making it impossible for you to see the entertainer.

If you are lucky and hit a winning streak there are other options for you. You can go to the ready teller and create an account with your own password. From this account you can deposit or withdraw. You can even have a check printed. Another neat thing, If you quit Casino and come back another day to play again your account will still be there for you. Neat eh!

Playing the slot machines, I would like to see the speed of the cylinders coming to rest speeded up. After a few plays I tend to get a little impatient waiting for the cylinders to stop. Well I guess you can't please everyone!

NEXT PAGE

The program comes with a forty-five page manual that explains how each game is played and offers helpful tips. It also gives a history of the program and some background on Ken Gilliland and his other life endeavors. By the way, Ken is a really nice guy. I had the pleasure of chatting with him at length (Dick speaking) at the 1991 Chicago Faire. He is a little shy, but a warm and friendly guy whose personality is an indication as to why this program is so well constructed and executed. Keep up the good work, Ken.

TI-Casino is distributed by: Notung Software, 7647 McGroarty St.; Tujunga, CA 91042
Cost $15+ $1 S/H. California res. add sales tax The program is available on either SSSD or DSSD disk. Requires XBasic, 32K memory, joystick, printer (optional).

END

REPRINTED FROM WEST PENN 99'ERS 10/91PF

SLIDING BLOCK PUZZLES
REVIEW BY DEANNA SHERIDAN
NORTHCOAST 99ERS - CLEVELAND, OHIO

If you enjoy "thinking games" instead of the shoot 'em up type, you will enjoy SLIDING BLOCK PUZZLES by Norman Rokke. If the name isn't that familiar to you, several of us have used his "1000 Words" fairware program to create graphics for TI-Writer.

Norman Rokke is a professor at a college along the Ohio River, and I believe his specialty is physics. Only a person with high math capability would be able to come up with these puzzles. They follow the idea of the old mosaic puzzles and the little hand-held puzzles with one piece missing, and it is your task to place them in a certain order of numbers, letters, or whatever, to complete the puzzle.

There are so far, two series of these puzzles. I picked up the Series I at the Lima meet. It has three puzzles, evidently going from the easiest to the hardest. (You can't prove it by me, as I have been unable to solve ANY of them as yet.) In this case, the blocks are of varying colors, and it is the puzzle solvers job to get the large RED block from its beginning position at the top left-hand of the screen to the bottom-right.

The documentation states that the first puzzle can be solved in a minimum of 59 moves; the second in 81 moves; and the third in 90 moves. If you want hours of concentration at your computer, this is the disk for you. After you have conquered Series I, there is a Series II. If you enjoy working this type of puzzle, but just can't seem to get a "clue" as to how to go about it, you can obtain SLIDING BLOCK SOLUTIONS - SERIES I and II. The advertisement for the solutions states that it gives you just the right amount of help without the risk of spoiling the game as you control the amount of help you receive.

Sliding Block Puzzles is distributed by MS Express Software, P.O. Box 498, Richmond, Ohio 43944. If MS Express is not familiar to you, any adventure fan of the TI world has heard of Mickey Schmitt of the Pittsburgh and West Penn user groups. She and Lynn Gardner have written adventure programs which have been distributed through Asgard. In fact, in addition to the Sliding Block Puzzle series, they also have available Adventure Hints - Series I and II, as well as a simulation game entitled, Galactic Emperors.

The Sliding Block Puzzles disks are $7.95 each, as well as the solutions disks. Adventure Hints - Series I and II sell for $9.95 each, and Galactic Emperors sells for $9.95.

END

L.I. 99'ER NEWSLETTER

The Newsletter of the Long Island 99'er Users Group

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The LI 99er Newsletter does not endorse any product(s) mentioned within it's contents unless otherwise stated.

Members wishing to advertise a swap shop item related to our endeavor, should contact the editor by mail or in person, of such items for inclusion in the following issue of the newsletter, room permitting. This service is FREE to our members.

Any hints, Kinks or problems? Share them with other members, either in person at the next meeting, or through YOUR newsletter! If you hear of anything that could be a help to fellow TIer's let's hear about it! Jot down any of the aforementioned, and give it to any club officer or the editor and we'll try to publish it.

MEETING LOCATION

Our GENERAL Meetings will be held at TONY'S home in LINDENHURST, NY.

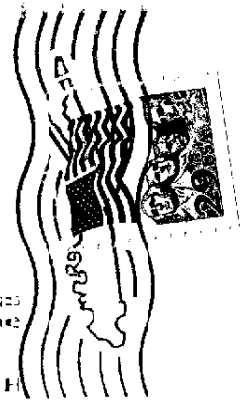
The address is 542 SOUTH BROADWAY.

Take SOUTHERN STATE to Exit 35 South- WELLWOOD AVE. Go south on Wellwood. Cross over Sunrise Highway. Keep in left lane, south on Wellwood. When you reach the L.I. Railroad overpass, you go under, then make a right hand turn onto West Hoffman, go 2 blocks WEST, then make a left turn or BROADWAY. The 5th block down on the left side is TONY'S. If you go too far you will be on MONTAUK HIGHWAY.

The meeting will start at 7:30 PM sharp.

SEE YOU THERE.

LONG ISLAND
99'er Users Group



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LONG ISLAND SOUND
The Newsletter of the
LONG ISLAND 99er's U. G.

EDITOR: FRANK BUBENIK,JR

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JERRY STOCKLER.VICE PRES
FRANK BUBENIK..SECRETARY
BOB LAWSON.....TREASURER

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FRIDAY EACH MONTH AT
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542 SOUTH BROADWAY
LINDENHURST,NY

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